

Module Title:	Set Design and Props For Film & TV
Language of Instruction:	English
Credits:	10
NFQ Level:	6
Module Delivered In	2 programme(s)
Teaching & Learning Strategies:	This module will be delivered through a combination of contextual seminar led by module lecturer and studio creative development and practical skills.
Module Aim:	The aim of this module is to develop learner's visual literacy and creative development. Learners will expand their creative suite of techniques and skills by working on briefs which concentrate on design thinking, research development focusing on different historical periods and genres. This Module also introduces learners to the basic concepts and skills of prop making for film and TV productions. Learners gain knowledge and experience with a wide selection of material and tools that are used in basic scenery studios.

Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Identify and research a selection of case studies of different historical periods and set design productions for film and TV.
LO2	Evaluate through discussion and notebook work the development of research ideas.
LO3	Apply knowledge and research to make successful props.
LO4	Communicate creative and critical analysis skills through discussion and collating of creative research.
LO5	Create a variety of basic props often needed for theatre and film production.
LO6	Develop and present a set design dossier and documentation of 3D models for a film or TV drama.

Pre-requisite learning
Module Recommendations <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>
No recommendations listed
Incompatible Modules <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>
No incompatible modules listed
Co-requisite Modules
No Co-requisite modules listed
Requirements <i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>
No requirements listed

Module Content & Assessment

Indicative Content
Introduction to Prop Making Materials Paper; papier-mâché; foam and fabric; wood and clay; glue and tape; paint. Introduction to basic patterns to facilitate prop making projects often required in productions such as letters; skulls, food, keys, crowns etc., small items of furniture for example a foot stool.
Period Drama, Worldmaking and Interpretation This module examines multiple epochs and negotiates them in terms of stage and production design for period production. Through seminars discussing case studies of period productions learners will develop a visual research dossier choosing a period of their own choice.
Epochs Explored, reimagined and interpreted Greece: The Hellenic Period; Roman: 3rd Century; Early Christian; Byzantine; Islamic: 622-1100 CE; Romanesque: 800-1100 CE; Gothic; Renaissance; Baroque; Rococo; Neoclassical; Romantic; Early Victorian; Late Victorian; Edwardian.
Creative Process Creative process, drawing and spatial thinking through model making, thinking through materials. Documenting work.
Moving scenery Architectural logic and audience perception
Research and History Researching the past; making the past real; Interpretation and research file, how much research is enough?

Assessment Breakdown	%
Continuous Assessment	100.00%

Continuous Assessment				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Presentation	Presentation of visual research on a particular historical period of their choice.	1,2,4	10.00	Week 5
Practical/Skills Evaluation	complete weekly prop making briefs	3,4,5	10.00	Ongoing
Portfolio	Learners will work on a self-directed brief in a particular epoch and design a set for film or TV .	1,2,4,6	40.00	Week 13
Project	Research and complete a prop making project.	2,3,5	40.00	Week 14

No Project

No Practical

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

Module Workload

Workload: Full Time		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Contact Hours	Every Week	8.00
Independent Learning Time	Every Week	4.00
Total Hours		12.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_CGSDC_B	Bachelor of Science (Honours) in Set Design and Construction	3	Mandatory
CW_CGSDC_D	Bachelor of Science in Set Design and Construction	3	Mandatory